AMENDMENTS TO THE SPECIFICATION:

Please amend the caption at page 1, line 1, as follows:

TITLE ~~OF THE INVENTION~~

Please amend the paragraph beginning at page 1, line 5, as follows:

BACKGROUND ~~OF THE INVENTION~~

Technical Field of present exemplary embodiments~~of the invention~~

Please amend the paragraph beginning at page 1, line 7, as follows:

~~The present invention~~ Present exemplary embodiments relate ~~relates~~ to a game apparatus, a storing medium that stores a control program of a virtual camera, and a control method of a virtual camera. More specifically, the present ~~invention~~exemplary embodiments relates to a game apparatus, a storing medium that stores a control program of a virtual camera, and a control method of a virtual camera, in which the virtual camera arranged in a three-dimensional game space is made to follow a movement of a player character in a game space so that a behavior of the player character in the game space is displayed in a displaying means as a game image.

Please amend the paragraph beginning at page 2, line 20, as follows:

SUMMARY OF ~~THE INVENTION~~ PRESENT EXEMPLARY EMBODIMENTS

Please amend the paragraph beginning at page 2, line 21, as follows:

Therefore, it is a primary ~~object~~ aspect of the present ~~invention~~exemplary embodiments to provide a novel game apparatus, storing medium that stores a virtual-camera control program,

and control method of a virtual camera.

Please amend the paragraph beginning at page 2, line 24, as follows:

It is another ~~object~~ aspect of the present ~~invention~~exemplary embodiments to provide a game apparatus, a storing medium that stores a virtual-camera control program, and a control method of a virtual camera capable of displaying a game screen easy to play.

Please amend the paragraph beginning at page 3, line 2, as follows:

A game apparatus according to ~~the~~ one present ~~invention~~ exemplary embodiment is a game apparatus in which a virtual camera arranged in a three-dimensional game space is made to follow a target location determined by a location of a player character in the game space so that a behavior of the player character in the game space is displayed in a displaying means as a game image. The game apparatus comprises: an input-information obtaining means for obtaining input information input through an operating means by a player at intervals of the predetermined number of frames in order to move the player character in the game space; a location updating means for updating the location of the player character and the target location in the game space based on the input information; a virtual-camera-location updating means for updating in order a location of the virtual camera in such a manner that a distance from the target location to a reference location determined in a predetermined manner toward the location of the virtual camera at a predetermined ratio is shortened irrespective of whether or not the player character has moved; and a game-image generating means for generating the game image based on the updated location of the player character and location of the virtual camera.

Please amend the paragraph beginning at page 4, line 19, as follows:

According to ~~the~~ one present ~~invention~~exemplary embodiment, the location of the virtual camera is updated in order in such a manner that the reference location determined in a predetermined manner toward the virtual camera is always brought close to the target location at a predetermined ratio, thus enabling to move the virtual camera a little behind a movement of the player character, and in addition, not causing a blurring to the game screen. That is, it is possible to display the game screen that has a gentle expression and is easy to play.

Please amend the paragraph beginning at page 4, line 25, as follows:

In a certain aspect of the present ~~invention~~exemplary embodiments, a game apparatus further comprises a virtual-camera setting means for arranging the virtual camera in a location determined in a predetermined manner toward a point of regard, and setting a direction of the virtual camera in such a manner as to face the point of regard. Herein, the reference location is a location of the point of regard, and the virtual-camera-location updating means updates in order the location of the virtual camera by updating in order the location of the point of regard in such a manner that a distance from the target location to the location of the point of regard is shortened at a predetermined ratio irrespective of whether or not the player character has moved. More specifically, the virtual-camera setting means (36, S45, S63) arranges the virtual camera (84) in a location determined in a predetermined manner toward the point of regard, and sets a direction of the virtual camera (84) in such a manner as to face the point of regard. In a case that the reference location is determined in a location of the point of regard, for example, the virtual camera-location updating means (36, S41, S43, S45, S61, S63, S65) updates in order the location of the virtual camera (84) by updating in order the location of the point of regard in such a

manner that a distance from the target location to the location of the point of regard is shortened at a predetermined ratio irrespective of whether or not the player character (82) has moved. That is, the location of the point of regard has a predetermined distance relationship with the virtual camera (84), and the location of the virtual camera (84) is updated in a location having the predetermined distance relationship with updated location of the point of regard. Thereby, it enables the virtual camera (84) to follow from a little behind the player character (82), and allow the virtual camera (84) to approach thereto in a predetermined ratio even in a case that the player character (82) continues stopping after being moved.

Please amend the paragraph beginning at page 5, line 24, as follows:

In another aspect of ~~the~~ present ~~invention~~exemplary embodiments, a game apparatus further comprises a virtual-camera setting means for arranging the virtual camera in a location determined in a predetermined manner toward a point of regard, and setting a direction of the virtual camera in such a manner as to face the point of regard. Herein, the reference location is a location of the virtual camera, the target location is an initial location of the virtual camera that moves in conjunction with the player character, and the virtual-camera-location updating means updates in order the location of the virtual camera in such a manner that a distance from the target location to the location of the virtual camera is shortened at a predetermined ratio irrespective of whether or not the player character has moved. More specifically, the virtual-camera setting means (36, S45, S63) arranges the virtual camera (84) in a location determined in a predetermined manner toward a point of regard, and sets a direction of the virtual camera in such a manner as to face the point of regard. The reference location is a location of the virtual camera (84), and the target location is an initial location of the virtual camera that moves in

conjunction with the player character, for example. The virtual-camera-location updating means (36, S41, S43, S45, S61, S63, S65) updates in order the location of the virtual camera (84) in such a manner that a distance from the target location to the location of the virtual camera (84) is shortened at a predetermined ratio irrespective of whether or not the player character (82) has moved. In doing this, too, it is possible to allow the virtual camera (84) to follow a little behind the player character (82), and in addition, bring the virtual camera (84) close thereto at a predetermined ratio even in a case that the player character (82) continues stopping after being moved.

Please amend the paragraph beginning at page 6, line 21, as follows:

In a still another aspect of ~~the~~ present ~~invention~~exemplary embodiments, a game apparatus further comprises a distance determining means for setting a maximum distance that uses the target location as a reference, and determining whether or not the distance from the target location to the reference location is rendered longer than the maximum distance; and a forcedly updating means for forcedly updating the reference location to a location within the maximum distance that uses the target location as a reference when determined by said distance determining means that the distance is rendered longer than the maximum distance. More specifically, the maximum distance that uses the target location as a reference is set, and the distance determining means (36, S39, S59) determines whether or not the distance from the target location to the reference location is rendered longer than the maximum distance. When determined by the distance determining means (36, S39, S59) that the distance is rendered longer than the maximum distance, the forcedly updating means (36, S43, S45, S61, S63) forcedly updates the reference location to a location within the maximum distance that uses the target

location as a reference. The maximum distance is set in order that the player character (82) does not deviate from the game screen, for example, and therefore, in a case that the player character (82) moves at high speed, for example, the reference location is brought close at a predetermined ratio. In addition, in a case of exceeding the maximum distance, the reference location is forcedly moved within the maximum distance. Thereby, an unfavorable game screen is prevented from being displayed.

Please amend the paragraph beginning at page 7, line 16, as follows:

In a certain embodiment ~~of the present invention~~, the camera-location updating means includes a reference-location calculating means for calculating an updated reference location, and the distance determining means determines whether or not the updated reference location calculated by the reference-location calculating means is rendered longer than the maximum distance from the target location. More specifically, the camera-location updating means (36, S41, S43, S45, S61, S63, S65) includes a reference-location calculating means (36, S37, S57) for calculating the updated reference location. That is, the distance determining means (36, S39, S59) determines whether or not the updated reference location calculated by the reference-location calculating means (36, S37, S57) is rendered longer than the maximum distance from the target location. The updated location of the virtual camera (82) is appropriately set so that an unfavorable game screen is prevented from being displayed.

Please amend the paragraph beginning at page 8, line 3, as follows:

A storing medium that stores a control program of a virtual camera according to ~~the~~ present ~~invention~~exemplary embodiments, and the control program of the virtual camera is

executed by a computer of a game apparatus in which the virtual camera arranged in a three-dimensional game space is made to follow a target location determined by a location of a player character in the game space so that a behavior of the player character in the game space is displayed in a displaying means as a game image. The control program of this virtual camera allows the computer to be functioned as following means of: an input-information obtaining means for obtaining input information input through an operating means by a player at intervals of the predetermined number of frames in order to move the player character in the game space; a location updating means for updating the location of the player character and the target location in the game space based on the input information; a virtual-camera-location updating means for updating in order a location of the virtual camera in such a manner that a distance from the target location to a reference location determined in a predetermined manner toward the location of the virtual camera at a predetermined ratio is shortened irrespective of whether or not the player character has moved; and a game-image generating means for generating the game image based on the updated location of the player character and location of the virtual camera.

Please amend the paragraph beginning at page 8, line 24, as follows:

A method of a virtual camera according to ~~the~~ present ~~invention~~exemplary embodiments, and the control method of the virtual camera in a game apparatus in which the virtual camera arranged in a three-dimensional game space is made to follow a target location determined by a location of a player character in the game space so that a behavior of the player character in the game space is displayed in a displaying means as a game image. The control method of the virtual camera comprises following steps of: (a) obtaining input information input through an operating means by a player at intervals of the predetermined number of frames in order to move

the player character in the game space, (b) updating the location of the player character and the target location in the game space based on the input information, (c) updating in order a location of the virtual camera in such a manner that a distance from the target location to a reference location determined in a predetermined manner toward the location of the virtual camera at a predetermined ratio is shortened irrespective of whether or not the player character has moved, and (d) generating the game image based on the updated location of the player character and location of the virtual camera.

Please amend the paragraph beginning at page 9, line 16, as follows:

The above described ~~objects~~ aspects and other ~~objects,~~ features, aspects and advantages of the present ~~invention~~exemplary embodiments will become more apparent from the following detailed description of the present ~~invention~~exemplary embodiments when taken in conjunction with the accompanying drawings.

Please amend the paragraph beginning at page 10, line 17, as follows:

Figure 10 is an illustrative view showing one example of the following operation of the virtual camera in the game space developed by a video game apparatus of another embodiment ~~of the present invention;~~

Please amend the paragraph beginning at page 10, line 20, as follows:

Figure 11 is an illustrative view showing another example of the following operation of the virtual camera in the game space developed by the video game apparatus of another embodiment ~~of the present invention~~; and

Please amend the paragraph beginning at page 11, line 1, as follows:

DETAILED DESCRIPTION OF ~~THE PREFERRED~~ EXEMPLARY, NON-LIMITING EMBODIMENTS

Please amend the paragraph beginning at page 39, line 5, as follows:

Although the present ~~invention~~exemplary embodiments have ~~has~~ been described and illustrated in detail, it is clearly understood that the same is by way of illustration and example only and is not to be taken by way of limitation, the spirit and scope of the present invention being limited only by the terms of the appended claims.